

DICK SMITH ELECTRONICS



PERSONAL COLOUR COMPUTER

**JOYSTICK × 2  
with interface  
INSTRUCTION MANUAL**

MADE IN HONG KONG

91-0159-22

**X-7315**

These fast-response Joysticks offer you 8-direction flexibility and both an ARM and FIRE control button. The interface allows your computer to support these Joysticks.

**CAUTION!**

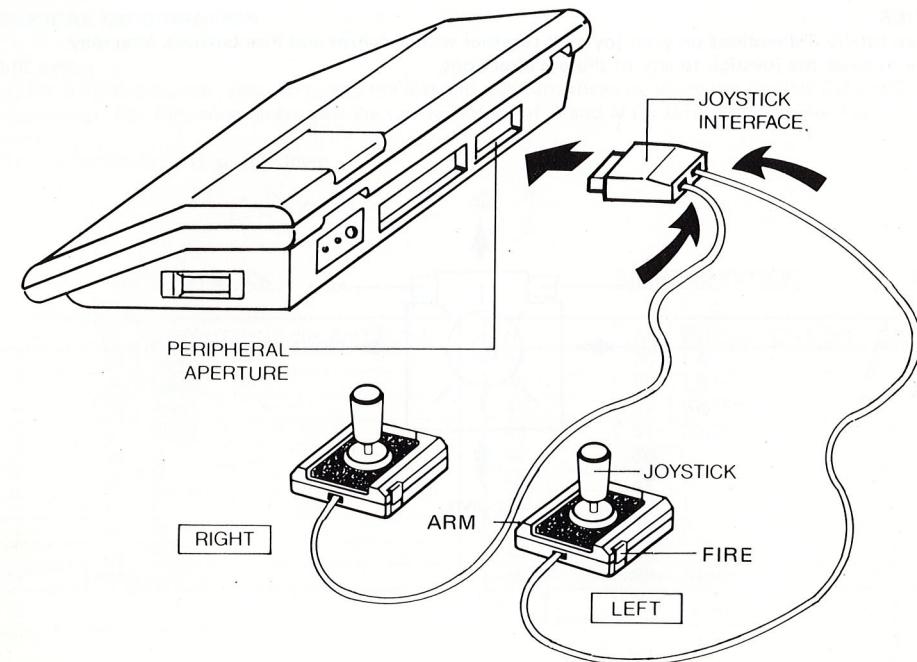
- 1) Disconnect all power to computer before connecting any expansion module.
- 2) Keep expansion sockets of both computer and expansion modules clean and free of liquids of any kind.

NOTE: FAILURE TO FOLLOW THESE PRECAUTIONARY STEPS MAY CAUSE IRREPARABLE DAMAGE TO YOUR EQUIPMENT.

**INSTALLATION**

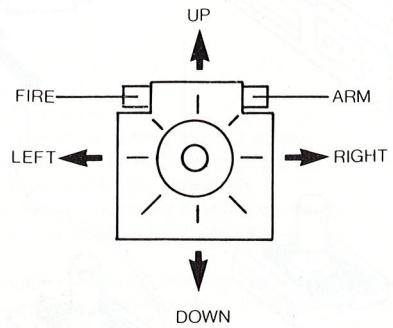
- 1) Check to be sure that the power is off.
- 2) Turn to the back panel of the computer.
- 3) Remove the "PERIPHERAL" cover by taking out the screws.
- 4) PLUG the Joystick Interface into the "PERIPHERAL" socket slowly and smoothly. Check to be sure the Interface is fully inserted and firmly attached.
- 5) Turn on the power to the computer and check that computer operation has not changed. (For correct procedure, refer to your computer User's Manual)

If the TV screen does not display the "READY" message, turn off the power, remove the Interface unit from the computer, re-insert, slowly and smoothly. Then turn on the power and go through the computer User Manual procedure.



## JOYSTICK

There are totally 8 directions on your joystick together with the Arm and Fire buttons. You may feel free to move the joystick to any of these 8 directions.



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## TECHNICAL INFORMATION

### BASIC access

Using the BASIC language, you can access the left and right Joysticks by using the A=(INP(N) AND 31) command. The following tables give the various values of A and N for different directions or buttons.

NOTE: L=left/R=right/U=up/D=down

CENTRE = 31

### LEFT JOYSTICK

N	A	DIRECTIONS OR BUTTONS
43	26	L&U
43	25	L&D
43	22	R&U
43	21	R&D
43	30	U
43	29	D
43	27	L
43	23	R
43	15	FIRE
39	16	ARM

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### RIGHT JOYSTICK

N	A	DIRECTIONS OR BUTTONS
46	26	L&U
46	25	L&D
46	22	R&U
46	21	R&D
46	30	U
46	29	D
46	27	L
46	23	R
46	15	FIRE
45	30	ARM

25 15 ARM

By checking the value of A, you can determine the status of the left or right Joystick. For example, the following BASIC program will check the left, right, up and down directions of the LEFT joystick.

Example:

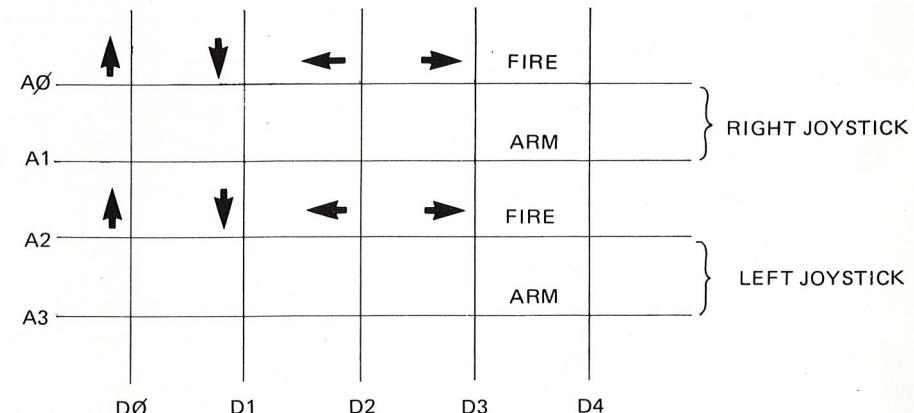
```
10 CLS
20 A = (INP (43) AND 31)
30 IF A = 30 THEN PRINT "UP": GO TO 20
40 IF A = 29 THEN PRINT "DOWN": GO TO 20
50 IF A = 27 THEN PRINT "LEFT": GO TO 20
60 IF A = 23 THEN PRINT "RIGHT"
70 GO TO 20
```

When this program is running, you can move the LEFT Joystick in any direction, and that direction will appear on screen.  
To stop this program, press the **CTRL** and **—** keys at the same time to get **BREAK**

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#### Assembly Language access

In assembly language, you can access the right or left Joystick by utilizing the following Joystick matrix.



Use the IN instruction to read the Joystick whose address ranges from hexadecimal '20 to 2F. You can write a program to scan the address lines and check which data bit has become 0.

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